

CLAIMS:

1. A method of optimizing the presentation on a display screen of objects of a user interface which can be freely positioned and scaled by means of control elements by means of a predetermined calculation rule in such a manner that the objects can be automatically changed, in dependence on the object contents, selected preferred settings and
5 available display resource on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of the available display screen surface is achieved, possibly while suppressing less important details of the object contents and while changing the mode of display of the object contents and/or the object as well as while avoiding mutual overlapping of the objects.
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2. A method as claimed in claim 1, characterized in that the objects are arranged within a fixed hierarchy in order to enable automatic suppression of objects, starting with the lowest hierarchical level, in case the display resource on the display screen is insufficient.
- 15 3. A method as claimed in the claims 1 and 2, characterized in that the ordering of the hierarchically combined objects can be changed.
4. A method as claimed in one of the preceding claims, characterized in that a plurality of objects can be combined so as to form a group by means of the control elements.
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5. A method as claimed in one of the preceding claims, characterized in that the behavior of the objects relative to one another and the interaction of various objects with one another in relation to the display resource are taken into account.
- 25 6. A method as claimed in claim 5, characterized in that objects can be automatically substituted among themselves.

7. A method as claimed in one of the preceding claims, characterized in that the objects can temporarily be displayed in enlarged form in dependence on a given trigger signal which is produced by a control element which is defined by object selection/object marking.

5 8. A method as claimed in one of the preceding claims, characterized in that the contents of an object contain static information as well as dynamically variable information and/or commands and various options for processing/manipulation.

9. A method as claimed in one of the preceding claims, characterized in that
10 respective rectangular surfaces are provided for the display of the objects on the display screen.

10. A method as claimed in one or more of the preceding claims, characterized in that the static and dynamic information of the object contents is medical information, notably
15 information for patient monitoring.

11. A device for the simultaneous compressed optical display of object data on a graphical user interface, which device includes an arithmetic unit for carrying out the method claimed in one of the preceding claims, characterized in that the arithmetic unit is provided
20 with a calculation program which optimizes the display of object data in conformity with given criteria in such a manner that optimum filling of the available display screen surface is achieved, possibly while suppressing less important details of the object contents and while changing the display mode of the object contents and/or the object as well as while avoiding mutual overlapping of the objects.

25 12. A device as claimed in claim 11, characterized in that there is provided a control element whereby a trigger signal can be generated for the brief enlargement of selected/marked objects.

30 13. A device as claimed in one of the claims 11 or 12, characterized in that there are provided input means whereby the display can be changed.

14. A device as claimed in one of the claims 11 to 13, characterized in that the input means co-operate with medical measuring devices which form the statistic and dynamic information of the objects.